

Cincinnati Recreation Commission

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CRC Athletic Division	352-4020
CRC Fax Number	352-1605
CRC Cancellation Numbers	684-4915 OR 684-4908
CRC Web Site	www.cincyrec.org

EQUAL ACCESS FOR EVERYONE. All Cincinnati Recreation Commission's programs and facilities are open to all citizens regardless of race, sex, color, religion, national origin or disability.

Cincinnati Recreation Commission

Is dedicated to providing recreational and cultural activities for all people in our neighborhoods and the whole community. We believe that by enhancing people's personal health and wellness, we strengthen and enrich the lives of our citizens and build a spirit of community in our City.

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PRIORITY REGISTRATION

Priority registration is determined year to year by the manager of the team – regardless of the sponsor or players! The manager is the key in all of our programs.

Consideration for a team being an old team are:

1. If the team splits and several players form a NEW team, the original manager has priority as the OLD team; the players who formed the other team become a NEW team.
2. If the team splits and several players and the sponsor form a team, that team is a NEW team; the original manager has priority as the OLD team.
3. If the manager leaves the sport, the alternate will assume the position of OLD team and have priority registration.
4. If the old manager leaves the sport and there is no alternate or the alternate also quits, the first person who registers the team name becomes the manager of the OLD team and will have priority registration. Any and all other players will enter teams as NEW teams.
5. Priority is established by a team returning during the same season each year (i.e. a Spring 2002 team has priority in the 2003 Spring only and a Fall 2002 team has priority in the 2003 Fall only).

CINCINNATI RECREATION COMMISSION
Athletic Division
ADULT SOCCER LEAGUE RULES & REGULATIONS

LEAGUES OFFERED

MEN	WOMEN	COREC
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Teams that are too competitive for the league they are participating in will be moved to a more competitive league at the discretion of the soccer coordinator.

HOW TO PAY OFFICIAL'S FEE

Officials will be paid in cash at the field prior to the start of each game at the following rates:

Men's Divisions 1	\$50.00
Men's Division 2 & 3	\$35.00
All Co-Rec Divisions	\$32.00
All Women's Division	\$30.00

- A. If the official does not show by game time, contact the officials assignor at 526-9106. **(This cell number is only for emergencies.)**
- B. Once a game is started, the official will keep the entire game fee if the teams have completed at least one half of the game. If the first half is not completed, the official is required to return the fee to the team captains.
- C. **In the case of a forfeit, no money from either team shall be paid on the field to the official.**
- D. Any concerns/complaints about the quality of officials should be submitted **in writing** to the appropriate official coordinator immediately. This can be e-mailed to ron.odenbeck@rcc.org.
- E. If only one official shows for the game, that official should be paid by both teams. If one of the teams refuses to pay, that team will forfeit the game. (See Forfeits)

AWARDS

First Place winners of each league will receive sponsor award and individual T-shirt awards. This year, credits will also be offered in the following amounts:

- 1st Place Team Sponsor Trophy - \$25.
- 1st Place Individual T-Shirts - \$50.

Ties will be broken by the following system:

1. Head to head competition.
2. Points allowed against all opponents. A forfeit will be scored as the average of points allowed against all opponents during the regular season.
3. Playoff game.

Because of the volume of awards to be distributed, the league coordinators will establish a mandatory pick-up date. Teams failing to pick up their awards will forfeit them. A maximum of eighteen (18) individual awards will be presented to the appropriate winning teams. Extra awards may be purchased through the Athletic Office.

INJURY PREVENTION

All participants must be aware that some risks are involved when participating in physical programs. If you are pregnant, have a disability, or are not positive you are physically fit to participate in an active sport, please consult your physician.

FOREITS

Forfeited games are not rescheduled. A loss will be credited to your final league standings. **Two forfeits may mean an automatic withdrawal from the league.** As a courtesy, please call **at least** 72 hours in advance so we can notify the other team.

Teams forfeiting scheduled games will be charged the appropriate forfeit fee as follows:

Men's Division 1	\$100.00
Other Men's Divisions	\$70.00
Co-Rec Division	\$64.00
Women's Division	\$60.00

Forfeit fees must be paid within 48 hours of the game. CRC's Financial Management division will contact any team refusing to pay the forfeit fee. **If not paid within the required time, it will be sent out for collection.**

If a team is dropped from the league, all future games scheduled for that team will be forfeited to their opponents.

If a team forfeits, neither team should pay the officials at the field.

MANAGER'S RESPONSIBILITIES

The manager is the primary communication link between his/her team and the Cincinnati Recreation Commission league coordinator. It is the manager's responsibility to take the initiative to clarify information about the operation of the league. In addition, the manager must:

- A. Call the CRC Athletic office 72 hours in advance of your game if you will be forfeiting. **FORFEIT FEE WILL STILL BE CHARGED FOR PAYMENT OF OFFICIALS.**

- B. Read the CRC Soccer League Rules and Procedures. (Available on CRC website).
- C. **Inform the soccer secretary of changes in his/her address and telephone number.**
- D. Educate their respective team members and spectators of CRC's rules and see to it that they abide by them. By entering a team into this league the manager accepts the responsibility of the actions of his/her players and spectators before, during and after the game. Managers will be held accountable for the actions of their players and spectators.
- E. Inform all players that they are playing at their own risk and explain the liability release on the application/roster form to all players before putting them on the roster.
- F. Ascertain the eligibility of each player before that individual signs the roster. A team will forfeit any game played while illegal player is on its roster.(See Player Eligibility).
- G. For proof of eligibility, inform all players that they must bring a picture I.D. (Driver's License or State I.D.) to every game.
- H. Submit league paperwork accurately and on time as outlined in the league rules. **(Points will be deducted in the standings if roster is not in on time). Roster must be signed by the manager. It will not be accepted without the manager's signature.** Accident reports should be sent in as soon as possible following the game.
- I. Obtain league information (deadline, rainouts, post-season tournament, etc.).
- J. Present a copy of your team roster to the official prior to the start of every game. The official will retain the roster until the completion of the game.
- K. Bring a copy of the league rules, team roster, and the league schedule to every game. If a league rule is questioned, the official must be shown the rule or he/she is not responsible for enforcing that rule. If after being shown the rule the official still refuses to enforce it, the manager should lodge a game protest.
- L. Verify the name of each player when requested by the official.

Designate a captain on the field who:

- 1. Is the team's representative.
 - 2. Is required to meet with game officials for pregame conference.
 - 3. May address an official on matters of interpretation.
 - 4. May address an official to obtain essential information.
- M. Sign the official scorecard at the end of each game if required.
- N. The winning team must call in the game results to the SCORE HOTLINE at 352-1620 by 12:00 noon on **Monday** following the game. This will help the soccer secretary keep standings up to date on the CRC website.

Nets –Net Hanging Responsibilities/Penalties

Each team must hang one net prior to their scheduled game and remove it immediately after.

Home team has the option of which goal to hang. If home team does not have a net, the choice of goals is then the visiting team's option.

If only one team hangs a net that team may have the option of attacking that net the entire game unless the opponent has hanged a net at half time.

Portable Goals -

Teams scheduled for the first game of the day will place the portable goal in place. The teams scheduled for the last game of the day will return the goals to the storage areas and lock them up at the end of their game.

Penalties –

If a team does not hang their net:

First offense - One goal penalty per half. If the net is hung prior to the start of the second half, only one goal penalty will be assessed.

Second offense – 2 goal penalty per half.

Third offense – Forfeit of game and may be expelled from the league.

PLAYING REGULATIONS

Except as otherwise specified by the Cincinnati Recreation Commission rulebook, the rules of play shall be F.I.F.A. Laws of the Game.

GAME LENGTH

Men, Women & Co-Rec Leagues: 45 minute halves.
Ten minute break at half time.

During excessive heat, short water breaks may be planned during a dead ball at the officials' discretion or managers can agree to shorten length of halves if deemed necessary.

Injury Time Out: The clock will stop during the injury time out. Play resumes as soon as possible.

GAME TIME

Teams and Officials are expected to be at the field **15 minutes prior** to the game time listed on the League/Division schedule (See Game Starting Time).

UNPLAYABLE GAMES

Unplayable games (due to weather or field conditions) are decided by CRC. Call the Cincinnati Recreation Commission, Athletic Office – **684-4908 /684-4915** after 7:45 a.m. on the day of the scheduled game to find out game day status. As a courtesy, the status **may** be updated later in the day if and only if fields become unplayable. If field status is

questionable, the official at the field site will make the final decision as to whether or not a field is playable.

Games stopped after the completion of the first half due to inclement weather are considered official games. (The official keeps fee). Games stopped before the end of the first half are completed at a rescheduled time **(the official fee is returned to the manager!)**. The game official is responsible to mark the score card accordingly.

SCORES

Officials can now fax or e-mail game results in immediately following games. Download scorecard from the Athletic Division website (make copies to use at the games). Scorecards must arrive at the CRC Athletic Office within two (2) working days of the game. Officials will be called for game results if scorecard does not arrive on time. **If an official needs to be contacted too many times during the season for game scores, this could be reason for termination.**

LEAGUE STANDINGS

League standings will be determined on a winning percentage basis. Winners are determined by a point system as follows:

WINS = 2 POINTS TIES = 1 POINT LOSSES = 0 POINTS

LEAGUE SCHEDULE

Each team will be scheduled for seven (7) league games. A post season tournament is included in the league entry fee.

The Athletic Division reserves the right to modify schedules or locations for any teams participating in this program.

After schedules for the league have been completed, no changes will be considered.

Soccer schedules are corrected and updated as the need arises. All attempts are made to keep the number of schedule revisions to a minimum. However, once the schedule is revised it is the manager's responsibility to follow the corrected (revised) schedule. If the corrected schedule is not followed, a forfeit will be assessed.

RAIN/MAKEUP POLICY:

We will make every effort to make up games that are rained out. However, we cannot control an act of nature and it may be necessary to cancel/eliminate games. Make up games may be scheduled on different nights of the week, including weekends. No make up games will be rescheduled past June 29, 2003. No refunds will be offered for any games not scheduled.

ROSTERS & PLAYERS LIST

- A. Even though rosters have been expanded to 25, only 18 individual awards will be given out.
- B. Teams may have a maximum of 25 players on the roster. **Teams not having a valid roster on file in the CRC Athletic office before the FIRST played game forfeit every game played until the roster is properly filed. THIS IS YOUR OFFICIAL NOTIFICATION. REMINDERS WILL NOT BE SENT OUT.** A copy of

the rosters must be presented to officials prior to the start of all scheduled games. The official will retain the roster until the completion of the game.

- C. No player may participate until he/she is officially on the roster. Failure to comply will result in forfeits (loss of points in the standings).
- D. A player MUST show a photo I.D. (drivers license or state I.D.) on the playing field in case of player protest. (See player protest.)

ROSTER VIOLATIONS

- A. Teams with a roster violation that has resulted from an ineligible player shall forfeit that game. The win will be awarded to the opposing team.

ROSTER CHANGES

- A. An unlimited number of players may be added through the 6th week of the season within the 25 maximum number of players. Use the Add/Release form provided in your team packet. There will be no more add/releases allowed beyond the 6th week of the season.
- B. In any case, the Add/Release form must be turned into the CRC Athletic Office before the added player can participate. It may be mailed, faxed or brought in. You can get a copy on the CRC website.

PLAYER ELIGIBILITY

- A. Players may play on only ONE team per division (i.e. a player can play on more than one Men's, Women's or Co-Rec team but not in the same division.)
- B. All players must be 18 years old or older before playing.
- C. Players may not participate in active play if they are currently playing elsewhere at more than amateur status.

PLAYERS CHANGING TEAMS

A player may release himself/herself from a team without the manager's signature if this procedure is followed:

- A. The player should notify his/her manager.
- B. The player must fax, mail or bring the release form to the Athletic office for validation. (Add/Release form is available on CRC website).
- C. If a player is on two team rosters within the same league, they will be considered a legal player for the team with the earliest validated roster. They will be considered an illegal player on the second team roster until the proper form is filed in the Athletic Office.

GAME OFFICIALS

- A. The officials have ultimate authority on the playing field. This commences as soon as they enter the field of play.
- B. The official's decision is final. The official's powers of penalizing extend to offenses committed when play has been temporarily suspended or when the ball is out of play. The official's decisions on points of fact connected with play are final so far as the result of the game concerned. The official is required to:
 - 1. Hold a pre-game conference with the field captain (team spokesperson) from both teams, and designates field captain on the scorecard.
 - 2. Check rosters from team managers at pre-game check. Game officials will keep the team roster until the end of the game.
 - 3. Perform required pre-game checks of uniforms, shin guards, rosters, jewelry, clocks, etc. Players arriving late may not enter the field of play until the official completes a pre-game check.
 - 4. Enforce the rules of the game.
 - 5. Keep a record of the game. The official's timepiece is the official time.
 - 6. Allow no person other than the players, to enter the field of play without permission.
 - 7. Stop the game if, in his/her opinion, a player has been seriously injured; has the player removed as soon as possible from the field of play and immediately resumes the game. (If the injury is serious, do not touch or move the player – call 911).
 - 8. Send off (eject from) the field of play any player who in the referee's opinion is guilty of:
 - a. Violent conduct or serious foul play
 - b. The use of foul or abusive language
 - c. Persistent misconduct after having received a caution
 - 9. Cautions any player guilty of misconduct or unsportsmanlike behavior and if the player persists, suspend (eject) him/her from further participation in the game. **If requested by the official, an ejected player must physically leave the area (out of sight).**
 - 10. Continued participation due to injury, bleeding or open wound. A player/substitute, manager, coach, trainer or official who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and/or the wound is covered.
 - a. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is official's judgment.
 - b. If excessive time is involved the re-entry would apply.
 - c. If there is an excessive amount of blood on the uniforms or if

bandage becomes blood soaked, in the judgment of the official, the uniform/bandage must be changed before the individual may participate.

11. Call time outs to establish control:
Officials will be allowed to call time outs (game clock continues to run) during a game. The head referee has the authority to stop play for a short period of time in order to address problems and establish necessary control over the players. All officials are encouraged to use this method as needed to prevent loss of game control. Managers can only request a time out. Officials may stop the clock if such time out takes away a favorable opportunity from either team.
12. Has discretionary power to stop the game for any infringement of the rules and to suspend or terminate the game at any time he/she deems such stoppage necessary because of interference by spectators or other causes.
13. Obtains managers signatures on scorecard at conclusion of each game.
14. Reports scores to CRC on a scorecard available on the CRC website.
Scorecards must arrive at the CRC Athletic office within two working days of the game. (Preferably the next business day). This can now be done by e-mail or fax
15. Turn in a detailed written explanation of all ejections. The written explanation needs to arrive at the CRC Athletic office within two days of the game. (Preferably the next business day by email or fax).
16. Must wear the proper uniform. Officials must wear same color shirts.

PLAYERS EQUIPMENT

- A. **All jerseys on a team MUST be of the SAME COLOR WITH PERMANENT NUMBERS ON THE BACK. NO DUPLICATE NUMBERS MAY BE WORN. NO TAPED OR MAGIC MARKER NUMBERS. SHIRTS MAY NOT BE EXCHANGED DURING THE GAME.**
 1. Home team MUST change jerseys in case of a conflict. Home team is listed on the right side of the schedule.
 2. At the option of the official, if colors are still too close to being similar, the home team may forfeit the game.
 3. **We strongly encourage teams to have a different colored second set of uniforms. Numbers are not required on the second set of uniforms!**
 4. If uniform color is not available when schedules are printed, your team is responsible for changing when a color conflict occurs.
- B. Goalkeepers must wear colors that distinguish them from the other players and the official.
- C. **SHIN GUARDS ARE REQUIRED FOR ALL PLAYERS.**
Stockings must be pulled over shin guards so that they cover them completely.

- D. CRC will follow F.I.F.A. Rules for illegal equipment.

PLAYING BALL

Home team must furnish the game ball, size 5.

GAME PROTESTS

- A. Any protest involving the application of a specific CRC League Rule or F.I.F.A. rule must be filed in the following manner:
1. The protesting manager must inform the official and the opposing team's manager/captain at the time of the particular play or decision that he/she is lodging protest. Any game protest made after play has resumed is not considered.
 2. The game then continues.
 3. Before the game is officially completed (manager signs score card) the protesting manager must complete in full the appropriate details of the protest (protest form must be provided by the protesting manager) including the signature of the official and opposing manager.
 4. The protest and \$50.00 (CASH ONLY) must be filed by the protesting manager in the Athletic Office by 4:30 p.m. on the next business day following the game being protested. The opposing manager and the official are also encouraged to submit their statements for review.
- B. If the protest is upheld the \$50.00 fee is returned. The game will be replayed from the point of the protest.
- C. If the protest is denied the results of the game will stand, and the \$50.00 fee will be deposited in the CRC Soccer Fund.
- D. Only protests concerning rule interpretations are accepted. You may not protest judgment calls by the officials.
- E. The protest, properly submitted, will then be acted on by the soccer coordinator. If needed, the soccer coordinator will present the protest to a protest committee comprised of the soccer coordinator and two other impartial managers who are members of the Soccer Advisory Committee. If no committee members are available, the soccer coordinator will contact the officials' assignor. All final decisions are at the discretion of the soccer coordinator for the betterment of the league.

PLAYER PROTEST

- A. Any protest involving the eligibility of a player must be filed in the following manner by the manager/captain only:
1. The protest must be lodged prior to the end of the game.
 2. Only two persons per team per game may be protested.
 3. The protesting manager must inform the official who will then inform the opposing team's manager that a player protest has been lodged.

4. A protest form (provided by the protesting manager) must be completed in full with the official checking the picture I. D. of the player in question. The official should sign the form as a witness.
 5. The game then continues.
 6. If the player refuses to show his/her picture I. D., the official should so indicate on the protest form.
 7. The protest form must be filed in the Athletic Office by 4:30 p.m. on the next business day following the game. No fee is required. This is the protesting manager/captain's responsibility.
- B. If the protest is upheld, the appropriate penalty will be applied (see roster violations).
- C. If the protest is denied, the results of the game will stand.
- D. This rule applies to players challenged as ineligible because they are not on the roster.

GAME STARTING TIME

The game starting time is the time listed on the schedule (i.e. if a game is scheduled to start at 1:00 p.m., the officials will start their clock at that time whether the players are ready or not. Before the start of the game, managers should check their timepiece with the official's.

There is a fifteen (15) minute grace period regarding the arrival of teams to start a game. A team may start with as few as 7 players. The game is forfeited if 7 players are not dressed and ready to play after the grace period has elapsed. If neither team has the minimum 7 players after the grace period has elapsed, a double forfeit will be declared. **(In this case, both teams will be charged half of the forfeit fee).**

The 15-minute grace period is to be considered as 15 minutes of game time elapsed.

CO-REC RULES

All rules apply with the following exceptions and additions:

- A. There is a maximum of six men permitted on a field at one time. There is no limit for the number of women who may play on the team.
- B. A female player must take penalty kicks.
- C. Slide tackles in CoRec soccer are illegal; penalty is a **yellow card** and an indirect free kick. (Two yellows requires a red.) All other free kicks (including corner kicks) may be taken by a male or female player and does count as a "touch" if taken by a female.
- D. From the time the ball crosses the centerline into the offensive half, it must touch a female of the attacking team at least once before a goal can be scored. Once it is touched, that "TOUCH" is valid until the ball passes the centerline into the defensive half. **Officials will announce, "TOUCH".**
- E. If a male player is ejected, the team must play one male short.
- F. A male player can score a goal, without a female touching the ball, if he kicks the ball within his own defensive half.

FOULS AND MISCONDUCT

Excessive, dangerous or serious foul play.

A player shall not participate in dangerous play that is an act an official considers likely to cause an injury to any player. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate). It is imperative that dangerous and serious foul play is corrected immediately by the Official.

CONDUCT/EJECTIONS/SUSPENSIONS

- A. CONDUCT – The CRC Athletic Division stresses sportsmanship and a family atmosphere at all sports leagues and events. Conduct detrimental to good sportsmanship includes, but is not limited to, taunting and dissent. Dissent by word of mouth or gesture is considered misconduct and the offender should be cautioned for the offense. Likewise taunting toward players on the opposing team should be treated in the same way.

Taunting can also be in the form of words or gestures; orchestrated celebrations can also be considered taunting. Persistent infringement (continually exhibiting unsportsmanlike behavior) of the characteristics of good sportsmanship shall be cause for disqualification.

Any team causing a game to end early forfeits the game. Both teams may end up with a forfeit.

- B. EJECTIONS – Any ejection from a game will cause a team to play short. Penalty is an automatic one game suspension pending investigation of the officials' ejection report. The ejection form properly submitted by the official will then be acted on by the soccer coordinator. If needed, the soccer coordinator will present the ejection report to a suspension committee comprised of the soccer coordinator and two other impartial members of the soccer advisory committee. If committee members are not available, the soccer coordinator will contact the officials' assignor. All final decisions are at the discretion of the soccer coordinator for the betterment of the league.

Managers must contact CRC Athletic office by 4:30 p.m. the next business day following the game to contest an ejection. If the manager does not properly contest the ejection, the suspension decision (based on the officials' ejection report) is final.

CRC officials are instructed to have "no tolerance" with players who are abusive and/or threatening, or persisting in misconduct and/or unsportsmanlike behavior and/or violent conduct.

ZERO TOLERANCE POLICY:

Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the action(s). Their actions will directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include total elimination from participation, suspension or probation.

ACCIDENT REPORT

In the event that a player is injured during a league game the manager should complete an accident report and promptly submit it to the league office. Each player is responsible for his/her own medical coverage.

INSURANCE RESPONSIBILITIES

The Cincinnati Recreation Commission and its officers have no responsibility toward any player who is injured. Insurance coverage is the option of each player through his/her own source.

ALCOHOLIC BEVERAGES

IT IS A CITY OF CINCINNATI ORDINANCE THAT ALCOHOLIC BEVERAGES MAY NOT BE CONSUMED ON CITY RECREATIONAL PROPERTY. Your failure to comply with this ordinance may result in suspensions, forfeiture of your game and/or criminal prosecution.

TOURNAMENT RULES

All CRC league rules are followed during tournament play. If a tie exists after both teams have played 90 minutes, the following procedures will be taken:

- A. A FULL TEN MINUTE overtime is to be played in two, five-minute halves. Switch sides at five minutes. If still tied, go to Penalty Kicks.
- B. Each team picks 5 players (these 5 players must be chosen from those who played in the 10-minute overtime).
- C. Toss coin to see which team goes first.
- D. Teams will alternate kicks.
- E. There is no follow-up on the kick.
- F. Following five kicks for each team, the team scoring on the greatest number of these is the winner.
- G. If teams remain tied, go to sudden death situation wherein if one-team scores and the other does not, the game is ended. Use the remaining players that were playing in the overtime period.
- H. In Co-Rec games the women and men alternate kicks; (a flip of a coin will determine who goes first).